FIG. 1

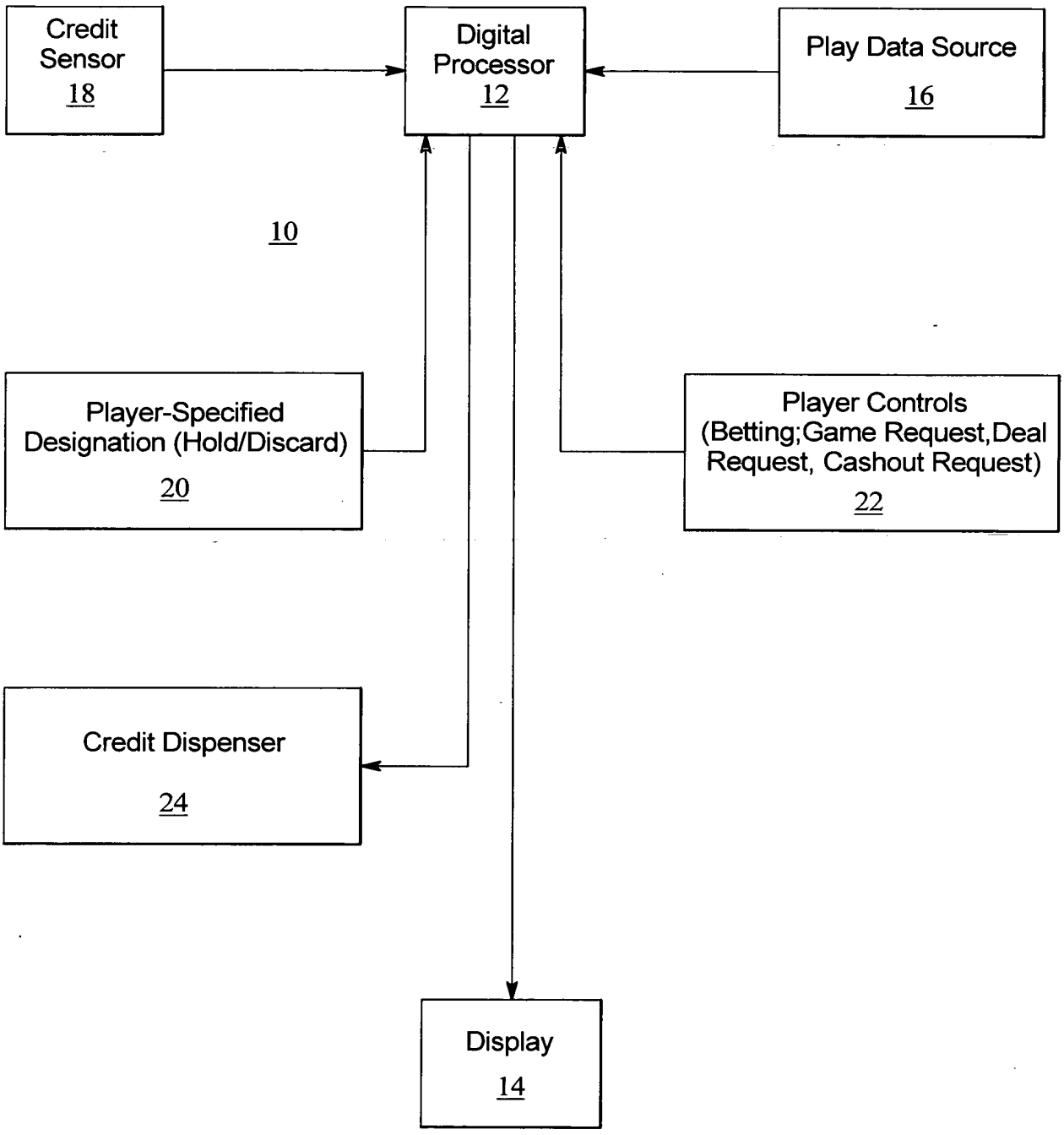

Credit Sensor 18
Digital Processor 12
Play Data Source 16
10
Player-Specified Designation (Hold/Discard) 20
Player Controls (Betting;Game Request,Deal Request, Cashout Request) 22
Credit Dispenser 24
Display 14

FIG. 2A

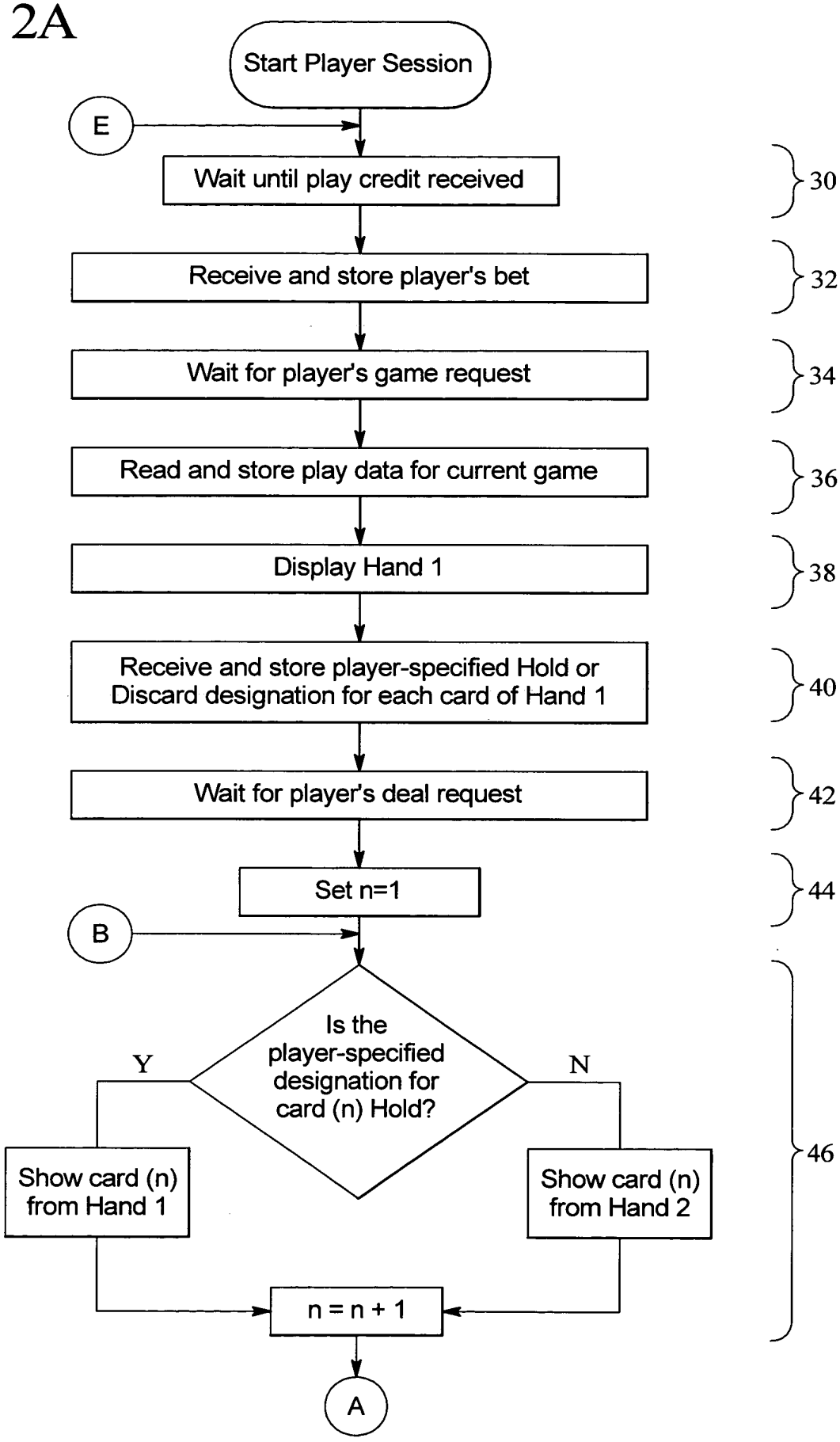

Start Player Session
E
Wait until play credit received
30
Receive and store player's bet
32
Wait for player's game request
34
Read and store play data for current game
36
Display Hand 1
38
Receive and store player-specified Hold or Discard designation for each card of Hand 1
40
Wait for player's deal request
42
Set n=1
44
B
Is the player-specified designation for card (n) Hold?
Y
N
Show card (n) from Hand 1
Show card (n) from Hand 2
n = n + 1
46
A

FIG. 2B

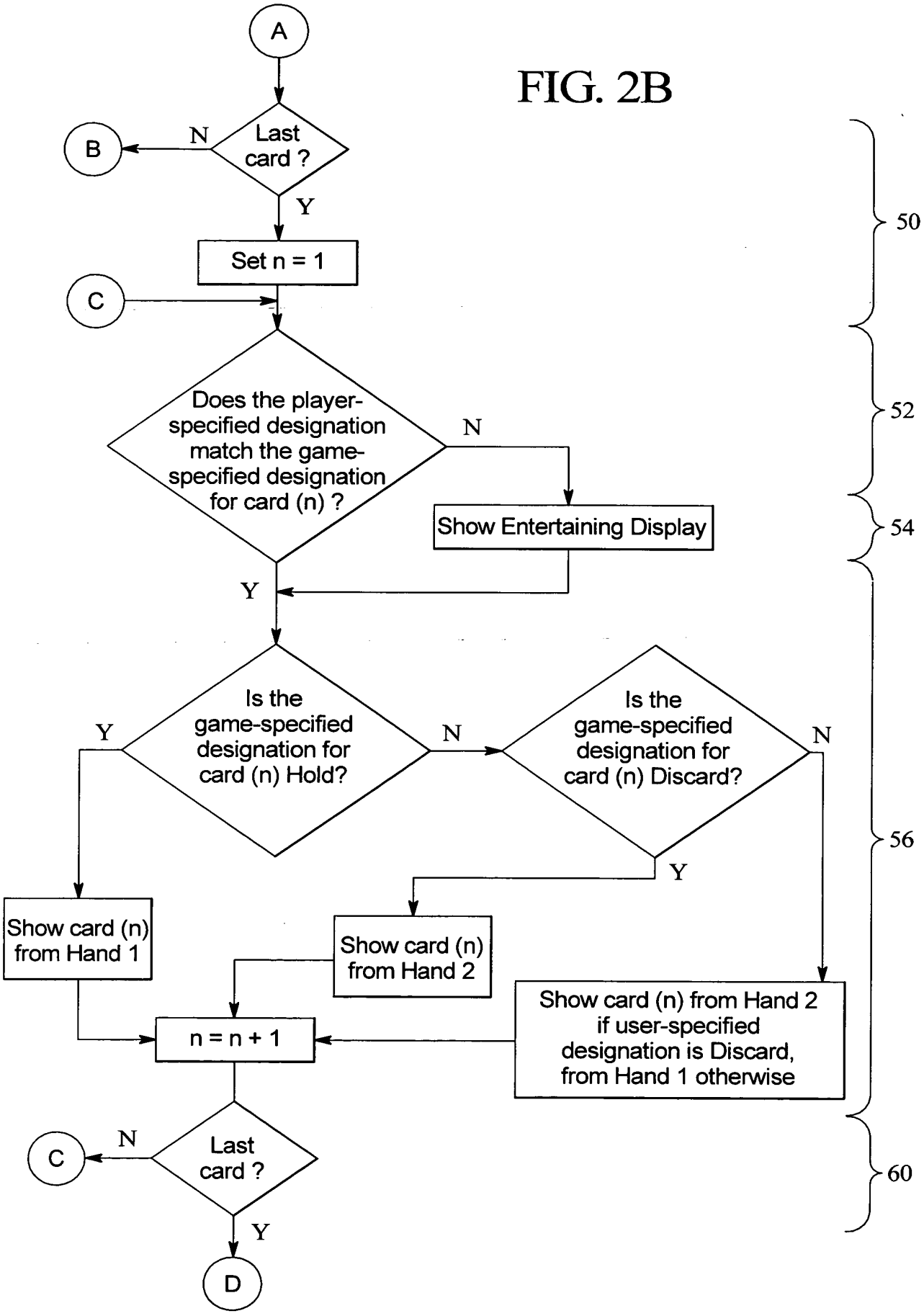

A
B
N
Last card ?
Y
Set n = 1
C
Does the player-specified designation match the game-specified designation for card (n) ?
N
Show Entertaining Display
Y
Is the game-specified designation for card (n) Hold?
Y
N
Is the game-specified designation for card (n) Discard?
N
Y
Show card (n) from Hand 1
Show card (n) from Hand 2
Show card (n) from Hand 2 if user-specified designation is Discard, from Hand 1 otherwise
n = n + 1
C
N
Last card ?
Y
D
50
52
54
56
60

FIG. 2C

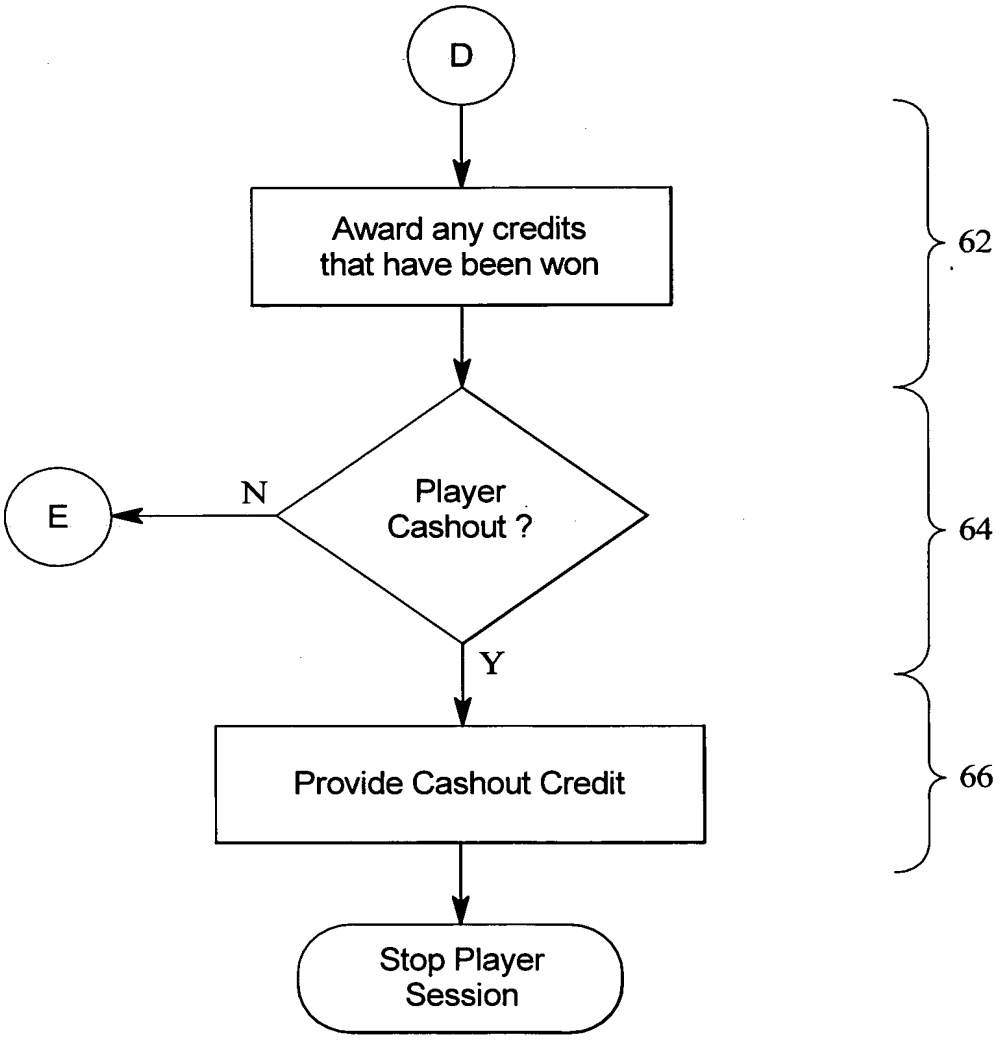

D
Award any credits that have been won
Player Cashout ?
N
E
Y
Provide Cashout Credit
Stop Player Session
62
64
66

FIG. 3

	Card 1	Card 2	Card 3	Card 4	Card 5
Hand 1	5 Hearts	6 Hearts	7 Spades	8 Hearts	3 Clubs
Hand 2	5 Spades	Q Diamonds	4 Clubs	8 Spades	9 Hearts
Game-Specified Designation	Ignore	Hold	Hold	Ignore	Discard

Hand 1

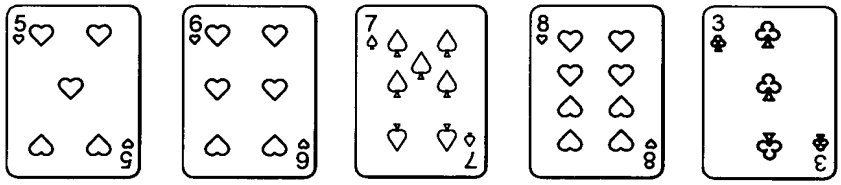


FIG. 4A

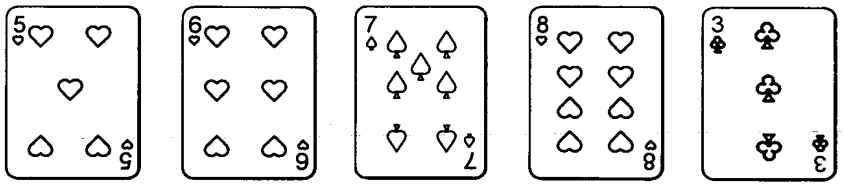


FIG. 4B

D H D H H

Intermediate Hand

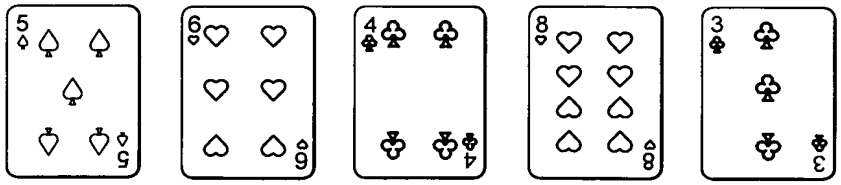


FIG. 4C

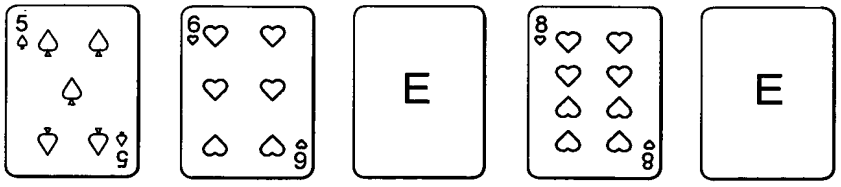


FIG. 4D

Final Hand

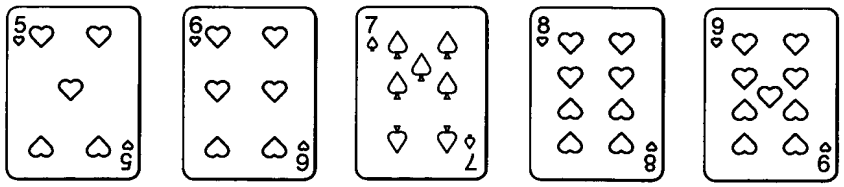


FIG. 4E

FIG. 5

	Card 1	Card 2	Card 3	Card 4	Card 5
Hand 1	5 Hearts	5 Diamonds	Q Clubs	8 Spades	4 Hearts
Hand 2	7 Hearts	6 Diamonds	5 Clubs	4 Spades	9 Hearts
Game-Specified Designation	Hold	Hold	Discard	Discard	Hold

Hand 1

FIG. 6A

FIG. 6B

H H H D D

Intermediate Hand

FIG. 6C

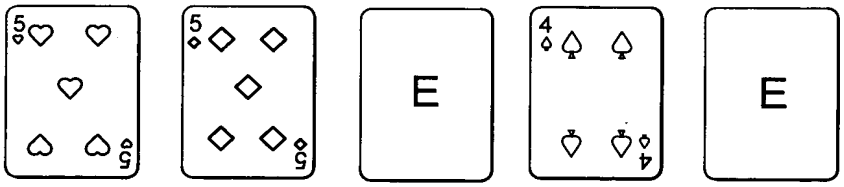


FIG. 6D

Final Hand

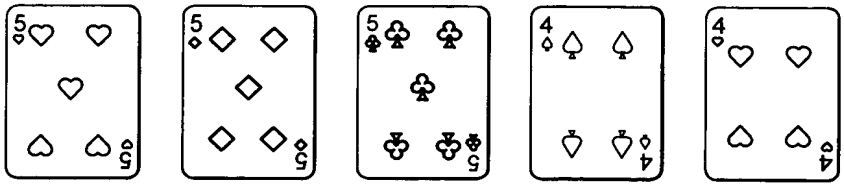


FIG. 6E

FIG. 7

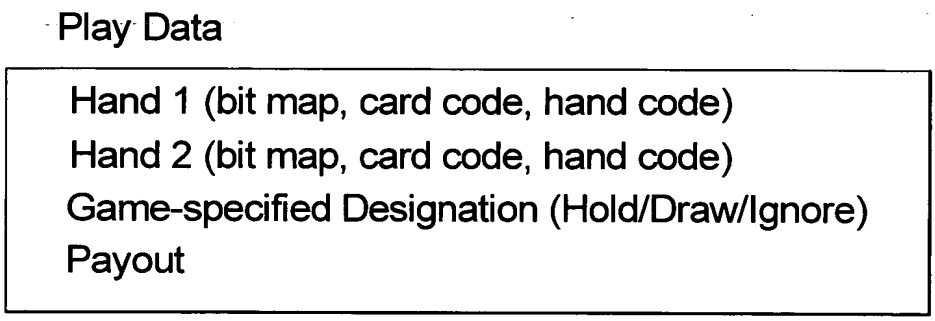
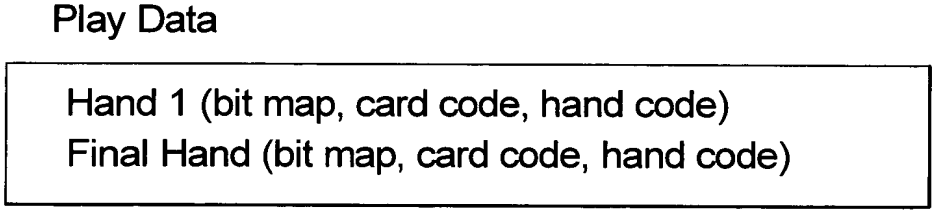

Play Data
Hand 1 (bit map, card code, hand code)
Hand 2 (bit map, card code, hand code)
Game-specified Designation (Hold/Draw/Ignore)
Payout

FIG. 8


Play Data
Hand 1 (bit map, card code, hand code)
Final Hand (bit map, card code, hand code)